

# POOL PLAY TIE BREAKER PROCEDURE

The following procedure is to be used when, at the conclusion of each round of pool play, there is more than one team in a pool with the same win-loss record. Ties in each round of pool play are broken independently using this procedure:

**Situation A:** When two teams tie for a position, the team which defeated the other is the winner. If the two teams had tied in their pool play game versus each other, the team with the least number of runs allowed in all pool games is the winner. If the two teams are still tied, the team that scored the most runs in all pool play games is the winner.

**Situation B:** When three teams tie for a position:

Step 1: If one of the three teams is 2-0 in games against the other two teams, that team is the winner.

Step 2: If all three teams are 1-1 against each other, the team with the least number of runs allowed in games **against each other** is the winner. If two of these three teams tie with the least number of runs allowed, return to Situation A for the winner.

*(Note: Refer to Step 6 below if it is necessary to determine the second place team in the pool.)*

Step 3: If the three teams are still tied with least runs allowed after Step 2, the team with the least number of runs allowed in **all pool games** is the winner. If two of these three teams tie with least runs allowed, return to Situation A for these two tied teams.

*(Note: Refer to Step 6 below if it is necessary to determine the second place team in the pool.)*

Step 4: If the three teams are still tied after Step 3, the team with the most number of runs scored in games **against each other** is the winner. If two of these three teams tie with the most number of runs scored, return to Situation A for these two tied teams.

*(Note: Refer to Step 6 below if it is necessary to determine the second place team in the pool.)*

Step 5: If the three teams are still tied after Step 4, the team with the most number of runs scored in **all the games** is the winner. If two of these three teams tie with the most runs scored, return to Situation A for these two tied teams.

*(Note: Refer to Step 6 below if it is necessary to determine the second place team in the pool.)*

**Step 6:** If it is necessary to determine the second place team in the pool, the winning team is dropped and Situation A is used for the two remaining teams.

**NOTES:** Any forfeits will be recorded as 7-0.

Tie games will be counted as a ½ win and a ½ loss.

